Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1.    (currently amended)   A microprocessor controlled toy building element (101, 501) comprising:

a microprocessor (102, 507) which can execute instructions in the form of a program stored in a memory (117, 509), said memory comprising subprograms (R1, R2, ..., R6) which can be activated by subprogram calls;

coupling means mechanically inter-connectable with toy building elements that (802-810) whereby a toy construction assembled from the microprocessor controlled toy building element (101, 501) and said toy building elements (801-810) can be moved around by activation means, said activation means being controllable in response to the instructions,

a display which can show a plurality of icons which can be activated by a user, one-by-one, to create a program comprising a list of said subprogram calls, for programming of the microprocessor and controlling of the toy building element by means of the activation means;

communications means (504, 505) which is arranged to transmit the list of subprogram calls to a second toy building element (502) for programming of [[it]] said second toy building element (502), whereby the toy building element (101, 501) and said second toy building element (502) can be moved in concert;

wherein the microprocessor, the display, the coupling means and the communications means are integrated in a single self-contained integral within the toy building element that provides a facility for transmitting a program and a programming facility that are integrated integral portions [[of]] within the toy building element wherein the program is run.

Claim 2 – (canceled)

3.      (previously presented)      A microprocessor controlled toy building element according to claim 1, wherein instructions, corresponding to an icon, implement a rule (R1, R2, ..., R6) by controlling the activation means in response to signals from sensors connected to the toy building element.

4.      (previously presented)      A microprocessor controlled toy building element according to claim 1, further comprising a receiver (504, 505) for wireless reception of instructions.

5.      (previously presented)      A microprocessor controlled toy building element according to claim 1, further comprising a receiver (505) for reception of infrared signals.

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6. (previously presented)  A microprocessor controlled toy building element according to claim 1, further comprising a keyboard for manual entering of instructions.

7. (previously presented)  A microprocessor controlled toy building element according to claim 1, further comprising a transmitter (504, 505) for wireless transmission of instructions to the second toy.

8. (previously presented)  A microprocessor controlled toy building element according to claim 1, further comprising a transmitter (504) for transmission of said function calls via a light guide (503).

9. (previously presented)  A microprocessor controlled toy building element according to claim 1, further comprising an elongated light guide (503) through which visible light can be transmitted in its longitudinal direction, said light guide (503) being adapted to allow part of the light transmitted to escape through its sides.

10. (previously presented)  A toy building set comprising microprocessor controlled toy building elements according to claim 1, further comprising first and second microprocessor controlled toy building elements (501, 502), where the second microprocessor controlled toy building element (502) comprises a memory (516) with subprograms (R1, R2, ..., R6) which can be activated individually by receiving subprogram calls from the first toy building element (501).

11.    (previously presented)    A toy building set according to claim 10, wherein the first microprocessor controlled toy building element comprises operating means (508) for making a program, and that the second microprocessor controlled toy building element comprises operating means for activating just one of several programs.

12.    (currently amended)    A microprocessor controlled toy building element (101, 501) comprising a microprocessor (102, 507) which can execute instructions in the form of a program stored in a memory (117, 509), said memory comprising subprograms (R1, R2, ..., R6) which can be activated by subprogram calls;

coupling means mechanically inter-connectable with toy building elements that (802-810) whereby a toy construction assembled from the microprocessor controlled toy building element (101, 501) and said toy building elements (802-810) can be moved around by activation means, said activation means being controllable in response to the instructions;

a display which can show a plurality of icons which can be activated by a user, one-by-one, to create a program comprising a list of said subprogram calls, for programming of the microprocessor and controlling of the toy building element by means of the activation means;

wherein a subprogram sends a signal to the activation means and/or receives a signal from the activation means, and

wherein the microprocessor controlled toy building element comprises communications means

(504, 505) which is arranged to transmit the list of subprogram calls to a second toy building

element (502) for programming of [[it]] said second toy building element (502), whereby the toy

building element (101, 501) and said second toy building element (502) can be moved in concert;

wherein the microprocessor, the display, the coupling means and the communications means are

~~integrated in a single self-contained~~ integral within the toy building element that provides a

facility for transmitting a program and a programming facility that are ~~integrated~~ integral

portions [[of]] within the toy building element wherein the program is run.

Claim 13 – (canceled)

14.    (previously presented)    A microprocessor controlled toy building element

according to claim 12, wherein instructions, corresponding to an icon, implement a rule (R1, R2,

..., R6) by controlling the activation means in response to signals from sensors connected to the

toy building element.

15.    (previously presented)    A microprocessor controlled toy building element

according to claim 12, further comprising a receiver (504, 505) for wireless reception of

instructions.

16.    (previously presented)    A microprocessor controlled toy building element

according to claim 12, further comprising a receiver (505) for reception of infrared signals.

17.    (previously presented)    A microprocessor controlled toy building element according to claim 12, further comprising a keyboard for manual entering of instructions.

18.    (previously presented)    A microprocessor controlled toy building element according to claim 12, further comprising a transmitter (504, 505) for wireless transmission of instructions to the second toy.

19.    (previously presented)    A microprocessor controlled toy building element according to claim 12, further comprising a transmitter (504) for transmission of said function calls via a light guide (503).

20.    (previously presented)    A microprocessor controlled toy building element according to claim 12, further comprising an elongated light guide (503) through which visible light can be transmitted in its longitudinal direction, said light guide (503) being adapted to allow part of the light transmitted to escape through its sides.

21.    (previously presented)    A toy building set comprising microprocessor controlled toy building elements according to claim 12, further comprising first and second microprocessor controlled toy building elements (501, 502), where the second microprocessor controlled toy building element (502) comprises a memory (516) with subprograms (R1, R2, ..., R6) which can be activated individually by receiving subprogram calls from the first toy building element (501).

22.    (previously presented)    A toy building set according to claim 21, wherein the first

microprocessor controlled toy building element comprises operating means (508) for making a

program, and that the second microprocessor controlled toy building element comprises

operating means for activating just one of several programs.


23.    (currently amended)         A microprocessor controlled toy building element (101,

501) comprising


a microprocessor (102, 507) which can execute instructions in the form of a program stored in a

memory (117, 509), said memory comprising subprograms (R1, R2, R6) which can be activated

by subprogram calls;


coupling means mechanically inter-connectable with toy building elements that (802-810)

whereby a toy construction assembled from the microprocessor controlled toy building element

(101, 501) and said toy building elements (802-810) can be moved around by activation means,

said activation means being controllable in response to the instructions;


a display which can show a plurality of icons which can be activated by a user, one-by-one, to

create a program comprising a list of said subprogram calls, for programming of the

microprocessor and controlling of the toy building element by means of the activation means;


wherein the microprocessor controlled toy building element comprises communications means

(504, 505) which is arranged to transmit the list of subprogram calls to a second toy building

element (502), whereby the toy building element (101, 501) and said second toy building

element (502) can be moved in concert;

wherein the microprocessor, the display, the coupling means and the communications means are ~~integrated in a single self-contained~~ integral within the toy building element that provides a facility for transmitting a program and a programming facility that are ~~integrated~~ integral portions [[of]] within the toy building element wherein the program is run; and

wherein the second toy building element comprises a second memory, which second memory also comprises the subprograms (R1, R2, ..., R6).

Claim 24 – (canceled)

25. (previously presented) A microprocessor controlled toy building element according to claim 23, wherein instructions, corresponding to an icon, implement a rule (R1, R2, ..., R6) by controlling the activation means in response to signals from sensors connected to the toy building element.

26. (previously presented) A microprocessor controlled toy building element according to claim 23, further comprising a receiver (504, 505) for wireless reception of instructions.

27. (previously presented) A microprocessor controlled toy building element according to claim 23, further comprising a receiver (505) for reception of infrared signals.

28. (previously presented) A microprocessor controlled toy building element according to claim 23, further comprising a keyboard for manual entering of instructions

29. (previously presented) A microprocessor controlled toy building element according to claim 23, further comprising a transmitter (504, 505) for wireless transmission of instructions to the second toy.

30. (previously presented) A microprocessor controlled toy building element according to claim 23, further comprising a transmitter (504) for transmission of said function calls via a light guide (503).

31. (previously presented) A microprocessor controlled toy building element according to claim 23, further comprising an elongated light guide (503) through which visible light can be transmitted in its longitudinal direction, said light guide (503) being adapted to allow part of the light transmitted to escape through its sides.

32. (previously presented) A toy building set comprising microprocessor controlled toy building elements according claim 23, further comprising first and second microprocessor controlled toy building elements (501, 502), where the second microprocessor controlled toy building element (502) comprises a memory (516) with subprograms (Rl, R2, ..., R6) which can be activated individually by receiving subprogram calls from the first toy building element (501).

33.    (previously presented)    A toy building set according to claim 32, wherein the first microprocessor controlled toy building element comprises operating means (508) for making a program, and that the second microprocessor controlled toy building element comprises operating means for activating just one of several programs.

34.    (new)  A microprocessor controlled toy building element (101, 501) comprising:

a microprocessor (102, 507) which can execute instructions in the form of a program stored in a memory (117, 509), said memory comprising subprograms (R1, R2, ..., R6) which can be activated by subprogram calls;

coupling means mechanically inter-connectable with toy building elements (802-810) whereby a toy construction assembled from the microprocessor controlled toy building element (101, 501) and said toy building elements (801-810) can be moved around by activation means, said activation means being controllable in response to the instructions,

a display which can show a plurality of icons which can be activated by a user, one-by-one, to create a program comprising a list of said subprogram calls, for programming of the microprocessor and controlling of the toy building element by means of the activation means;

communications means (504, 505) which is arranged to transmit the list of subprogram calls to a second toy building element (502) for programming of said second toy building element (502);

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wherein the microprocessor, the display, the coupling means and the communications means are integral within the toy building element that provides a facility for transmitting a program and a programming facility that are integral portions within the toy building element wherein the program is run.

35.    (new)    A microprocessor controlled toy building element (101, 501) comprising a microprocessor (102, 507) which can execute instructions in the form of a program stored in a memory (117, 509), said memory comprising subprograms (R1, R2, ..., R6) which can be activated by subprogram calls;

coupling means mechanically inter-connectable with toy building elements (802-810) whereby a toy construction assembled from the microprocessor controlled toy building element (101, 501) and said toy building elements (802-810) can be moved around by activation means, said activation means being controllable in response to the instructions;

a display which can show a plurality of icons which can be activated by a user, one-by-one, to create a program comprising a list of said subprogram calls, for programming of the microprocessor and controlling of the toy building element by means of the activation means;

wherein a subprogram sends a signal to the activation means and/or receives a signal from the activation means, and

wherein the microprocessor controlled toy building element comprises communications means

(504, 505) which is arranged to transmit the list of subprogram calls to a second toy building

element (502) for programming of said second toy building element (502);

wherein the microprocessor, the display, the coupling means and the communications means are

integral within the toy building element that provides a facility for transmitting a program and a

programming facility that are integral portions within the toy building element wherein the

program is run.

36.　　(new)　　A microprocessor controlled toy building element (101, 501) comprising

a microprocessor (102, 507) which can execute instructions in the form of a program stored in a

memory (117, 509), said memory comprising subprograms (R1, R2, R6) which can be activated

by subprogram calls;

coupling means mechanically inter-connectable with toy building elements (802-810) whereby a

toy construction assembled from the microprocessor controlled toy building element (101, 501)

and said toy building elements (802-810) can be moved around by activation means, said

activation means being controllable in response to the instructions;

a display which can show a plurality of icons which can be activated by a user, one-by-one, to

create a program comprising a list of said subprogram calls, for programming of the

microprocessor and controlling of the toy building element by means of the activation means;

wherein the microprocessor controlled toy building element comprises communications means (504, 505) which is arranged to transmit the list of subprogram calls to a second toy building element (502);

wherein the microprocessor, the display, the coupling means and the communications means are integral within the toy building element that provides a facility for transmitting a program and a programming facility that are integral portions within the toy building element wherein the program is run; and

wherein the second toy building element comprises a second memory, which second memory also comprises the subprograms (R1, R2, ..., R6).